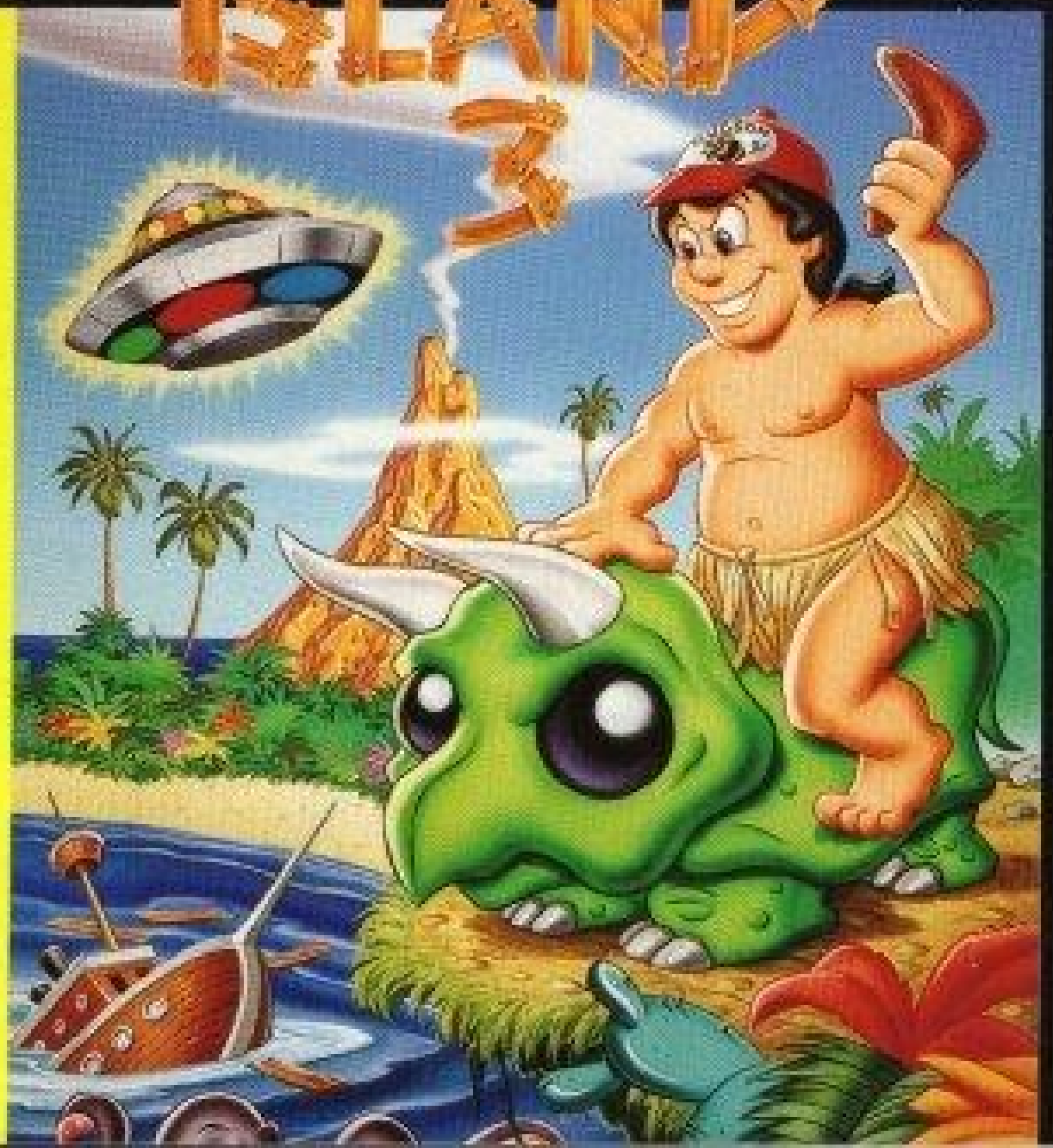
NES-AT-USA

HUDSON GROUP

HUDSON SOFT®

ADVENTURE ISLAND 3



INSTRUCTION MANUAL

THANK YOU!
YOU HAVE JUST MADE A PERFECT CHOICE BY SELECTING AND PURCHASING THIS QUALITY HUDSON SOFT PRODUCT.

Thank you for selecting "Adventure Island 3". In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

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SAFETY PRECAUTIONS

Follow these suggestions to keep your Adventure Island 3 Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similiar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similiar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

GAME STORY

Jeannie Jungle has been captured by aliens! She's stranded somewhere on one of eight islands and you, as the somewhat heroic Master Higgins, must find her. But be careful - each island is guarded by an enormous creature that's very hungry!

Fortunately, you have a little help. There are five kinds of friendly dinosaurs waiting to give you a lift. They're stuck in eggs that you'll need to crack open!

Hidden eggs are scattered all over the islands. By finding and breaking them open, you might get a bonus, or even a secret way to the next island! Just don't eat the eggplant . . .

So hop on one of your prehistoric pals, and ride your way to Jeannie's rescue!

THE CHARACTERS

Master Higgins: The bumbling, jumping hero who can really toss an axe!

Jeannie: The fair damsel in distress.

Master Higgins' dinosaur friends

"Taylor" (Blue) Camptosaurus: Sure-footed on the ice, he can whip a blast with his tail!

"Magma" (Red) Camptosaurus: This hot-foot can walk on lava, but you'd better watch his breath... he spits fireballs!

"Don-Don" Pterandon: Don-Don can fly sky high!

"Classie" Elasmosaurus: She swims really fast... even with those sunglasses!

"Poley" Tripetaurus: This guy can rock, but he really knows how to roll!

Control Pad

Left	Moves Master Higgins and the dinosaurs to the left.
Right	Moves Master Higgins and the dinosaurs to the right.
Up	Allows Master Higgins and dinosaurs to jump higher.
Down	Allows Master Higgins to duck.

A Button

Jump	Master Higgins, Taylor, Magma and Poley.
Fly	Don-Don.
Swim	Master Higgins and Classie.

B Button

Speed Up	Hold down while running.
Super Jump	Hold down while jumping.
Throw Weapon	Master Higgins.

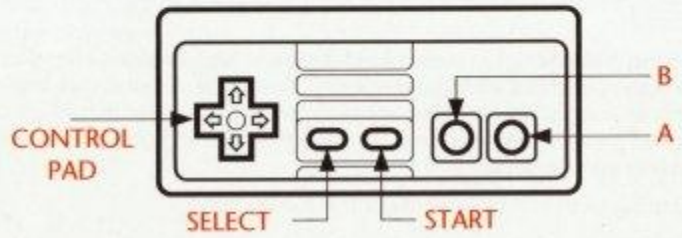
Press the B Button to use the special attacks listed below:

Special Attacks

Whip Tail	While riding Taylor.
Spit Fire	While riding Magma.
Drop Rocks	While riding Don-Don.
Rockin' Roll	While riding Poley.

Start Button

Start	Continue or Pause the Game.



You, as Master Higgins, must explore 8 islands, and defeat 9 monsters to rescue Jeannie Jungle. On each island, there are many areas to discover.

Energy: When you begin each area, you have a full Energy Bar. It is displayed on the top of the screen between your score and the number of lives you have left. The Energy Bar will continuously go down as you play. To keep it full, you must eat fruits, drink milk or eat meat. Fruit appears regularly in almost every area. You will receive points at the end of each area based on how much energy you have.

Eggs: When you first start playing, you won't have any weapons or items. But as you explore the islands, you'll find eggs that might contain weapons or items. To open an egg, jump on it. If you have a weapon, you can also shoot an egg to open it. Eggs can contain several different items, such as milk bottles, axes, boomerangs, time-stops, dinosaurs, and even keys that lead to bonus rounds and secret rooms!

There are also ***hidden*** eggs in every island. To try to find a hidden egg, shoot your axe, boomerang or shoot with the dinosaurs. If you hear a sound that sounds like you just hit an enemy, and you also see your "shots" disappear in mid-air, go to that spot and jump. When you jump, you should make an egg appear. You can break the egg open as usual.

Hint: Shooting birds can make some of them drop eggs!

Item Select: At the beginning of each area, you will see an item select screen. This screen allows you to use items that you have collected throughout the game. You can collect axes, boomerangs, invincibility crystals and each of the dinosaurs. You cannot collect skateboards. To store a dinosaur, axe or boomerang that Master Higgins is using, press the **B button**. A picture of the item appears on the bottom of the screen. The number of those items in storage is displayed to the right of the picture.

You may use up to 1 dinosaur and 1 axe or boomerang and 1 invincibility crystal at a time. To select them, use either the Control Pad or the **Select button**. When the white dot is next to the item you desire, press the **A button**.

When your storage space for an item is empty, an egg will appear in its place.

Note: When you first start the game, you will not have any items in storage. You will only see pictures of 8 eggs.

SCORING

Points are earned by: Eating fruit, shooting enemies, freeing dinosaurs from eggs, destroying boulders, collecting bonus items and for the remaining energy at the end of an area.

Extra Lives: You are awarded an extra life for every 20,000 points you earn. 1-up's are also scattered throughout the game in hidden places, like within eggs and under boulders. You will also be awarded with a 1-up if you collect 100 pieces of fruit. You may have up to 99 extra lives!

Continues: If you lose all of your lives, you may continue the game by choosing "CONTINUE" on the title screen with your Control Pad or **Select Button**, then pressing the **Start Button**. You will continue with all of the items you had in storage.

SCORING (cont.)

Special Items: There are other items you may discover in Adventure Island 3.

Honey Girl She's tough. As longs as she's around, you're invincible!

Eggplant Master Higgins hates Eggplant. If he comes around, your energy will quickly fade away!

Flower Sometimes it gives you bonus points. But if you can't pick it up, watch out! An enemy might run at you from behind!

Time-Stop This little clock will temporarily freeze everything. Run fast before time starts again!

FOR PARENTS ONLY

For those of you who have children that are a little too enthusiastic about video games, we offer **Master Higgins 10 Tips For Responsible Play**. This free pamphlet has guidelines for you to work creatively with your children around the issue of their video gaming hobby.

To get your free copy, fill out and return the coupon below to:

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Yes. Please send me Master Higgins 10 Tips For Responsible Play!

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FFC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

*Reorient the receiving antenna
*Relocate the NES with respect to the receiver
*Move the NES away from the receiver
*Plug the NES into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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